```cpp
1  #include <iostream>
2  #include <Windows.h>
3  #include "Key.h"
4
5  void Key::Draw()
6  {
7      HANDLE console = GetStdHandle(STD_OUTPUT_HANDLE);
8      SetConsoleTextAttribute(console, (int)m_colour);
9      std::cout << "+"; // prints coloured key.
10     SetConsoleTextAttribute(console, (int)ActorColour::Regular);
11 }
```